

# PATENT ABSTRACTS OF JAPAN

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(71)Applicant : SQUARE CO LTD

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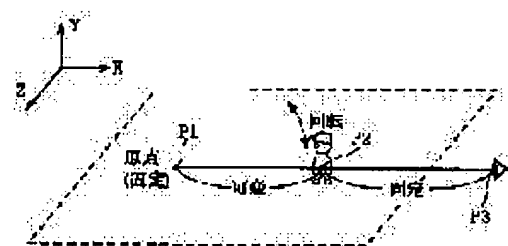
## (54) GAME APPARATUS AND INFORMATION RECORDED MEDIUM

### (57)Abstract:

**PROBLEM TO BE SOLVED:** To provide a game in which the position of the point of sight can be changed easily and accurately to a position proper to the progress of the game.

**SOLUTION:** The position P1 of the origin fixed in a virtual three-dimensional space is previously set. When the player operates a right/left direction key, the position P2 of a character moves rotationally by a specified angle in the virtual three-dimensional space around the position P1 of the origin. With this movement, the position P3 of the point of sight also moves rotationally in the same direction to the position P2 of the character around the position P1 as the origin.

On the other hand, when the player operates an up/down direction key, the position P2 of the character moves in the direction of the position P1 of the origin or in the direction opposite to it. With this movement, the position P3 of the point of sight also moves at the same distance in the same direction to the position P2 of the character. In such a set positional relationship, a two-dimensional image to which a virtual three-dimensional space is projected is generated to be displayed.



## LEGAL STATUS

[Date of request for examination]

[Date of sending the examiner's decision of rejection]

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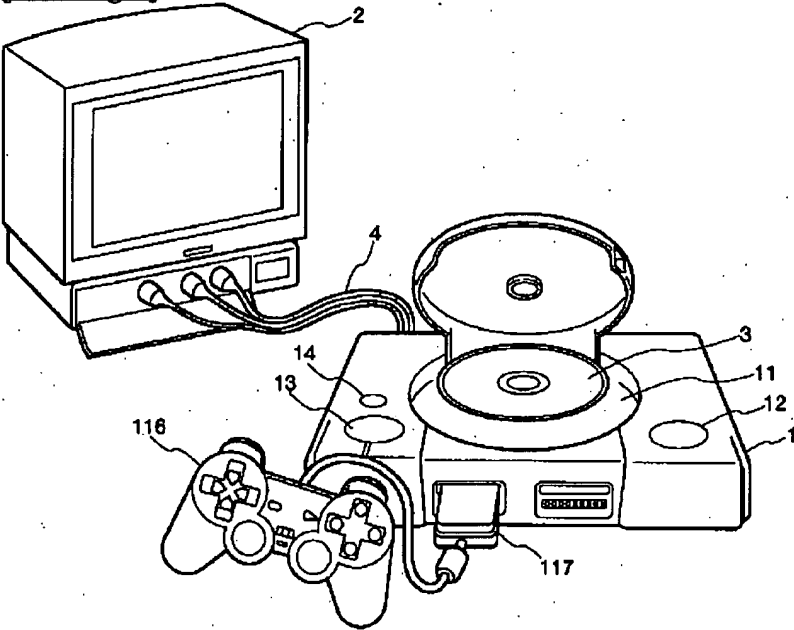
\* NOTICES \*

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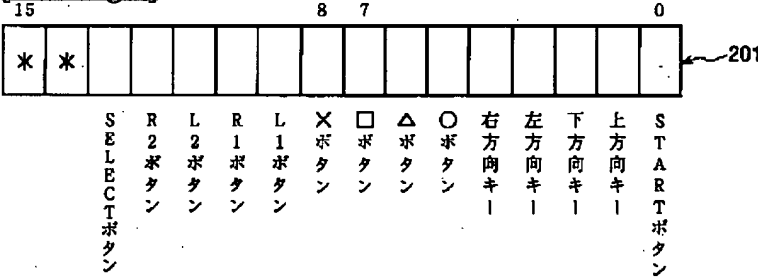
- 1.This document has been translated by computer. So the translation may not reflect the original precisely.
- 2.\*\*\*\* shows the word which can not be translated.
- 3.In the drawings, any words are not translated.

DRAWINGS

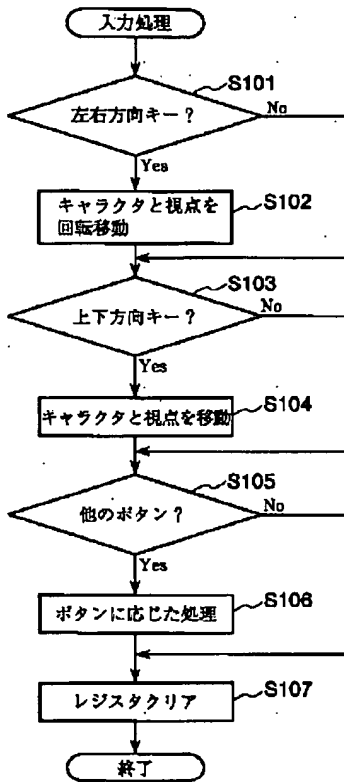
[Drawing 1]



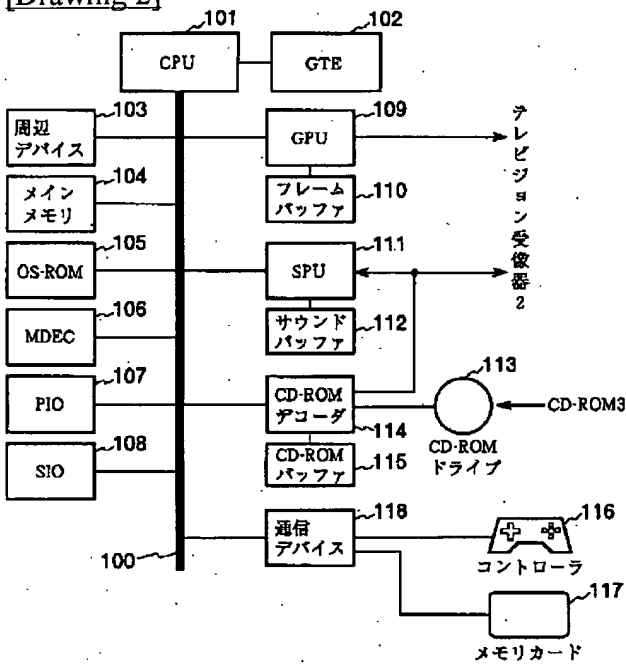
[Drawing 4]



[Drawing 8]

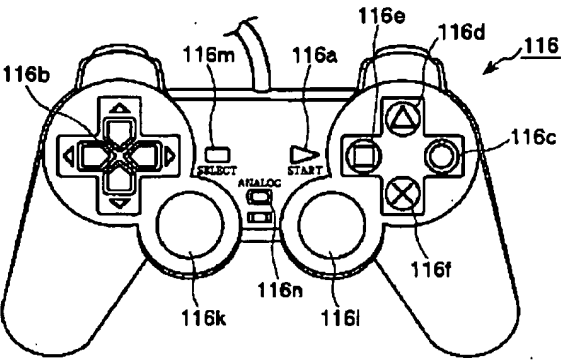


[Drawing 2]

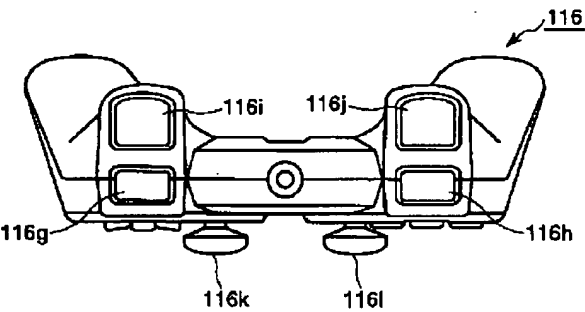


[Drawing 3]

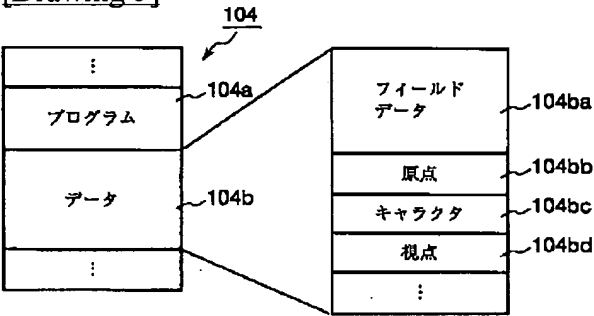
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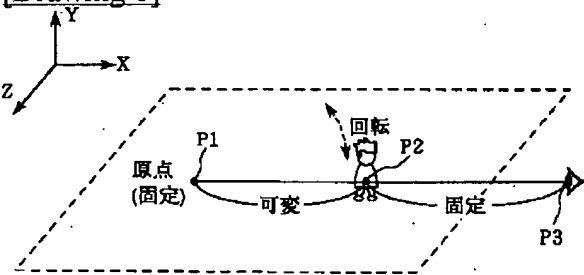
(b)



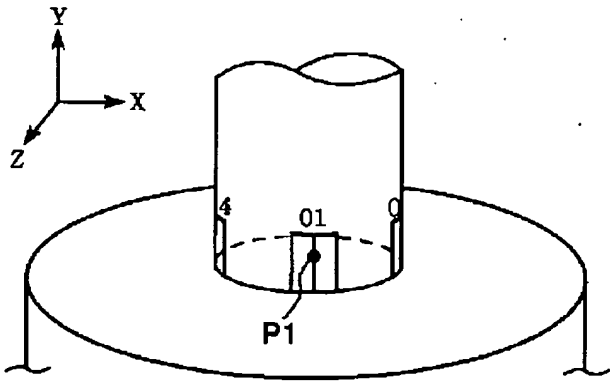
[Drawing 5]



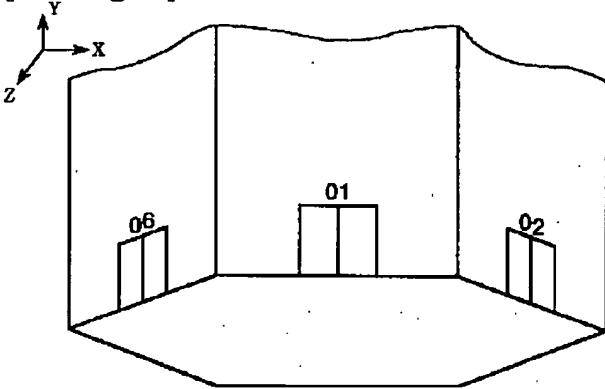
[Drawing 6]



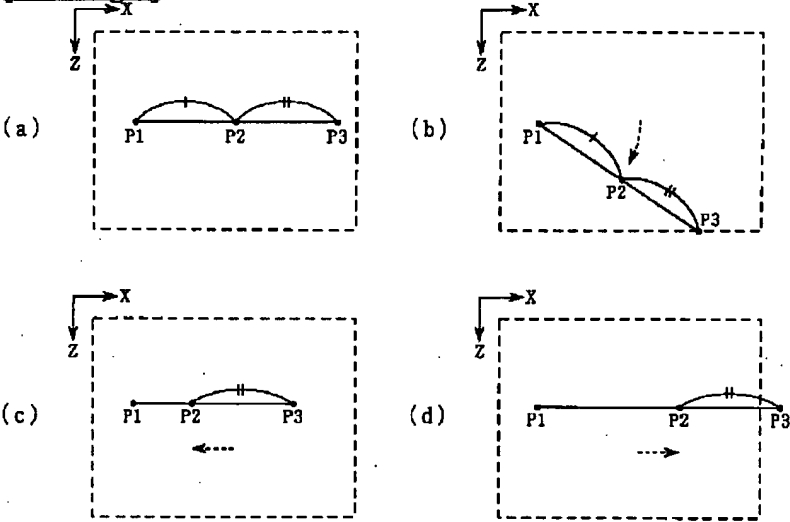
[Drawing 7]



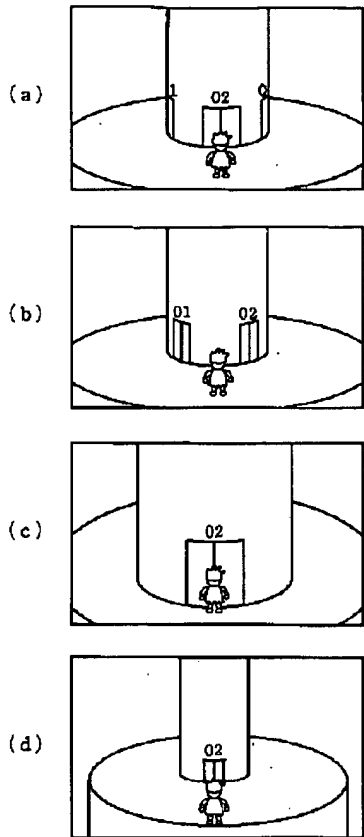
[Drawing 12]



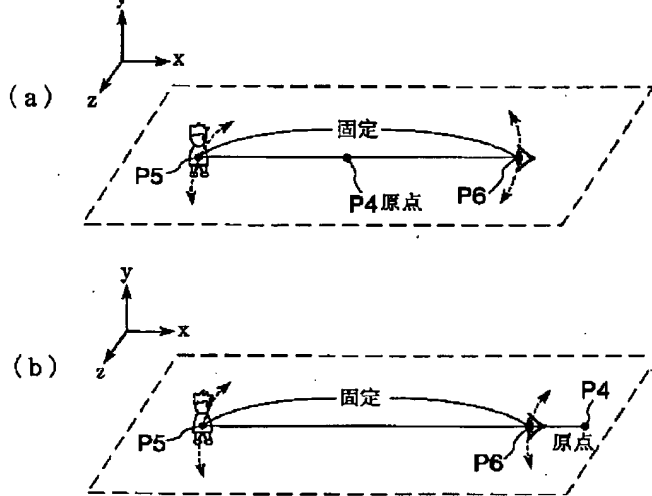
[Drawing 9]



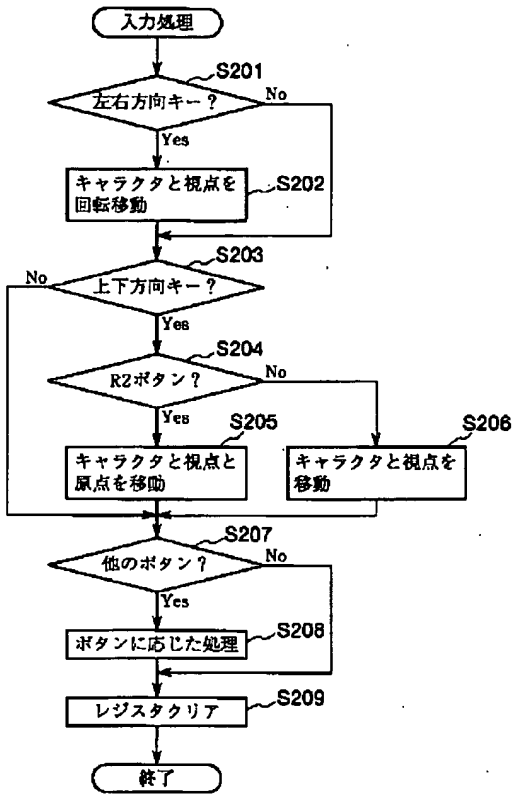
[Drawing 10]



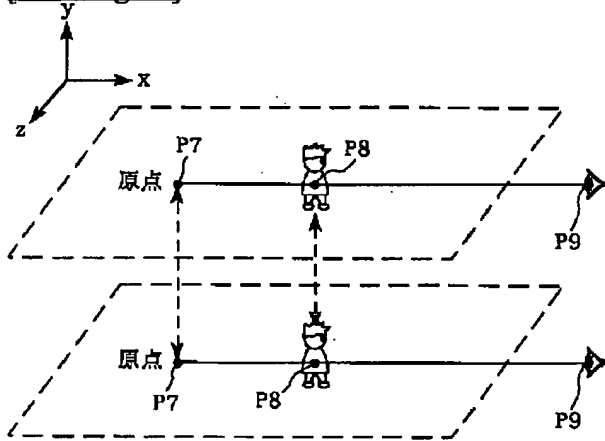
[Drawing 11]



[Drawing 13]

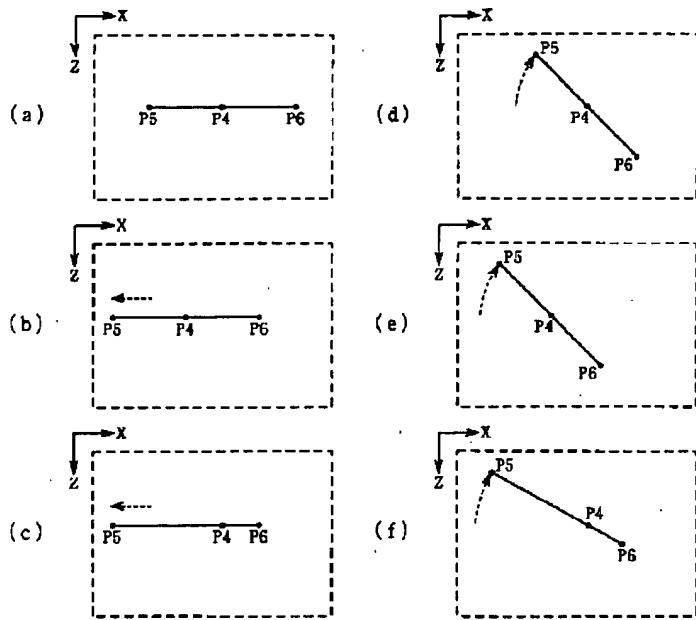


[Drawing 16]

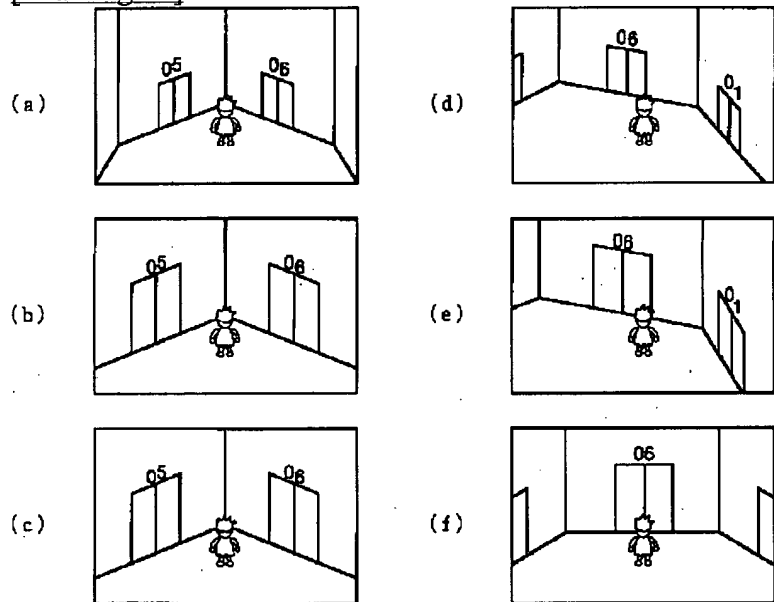


[Drawing 14]

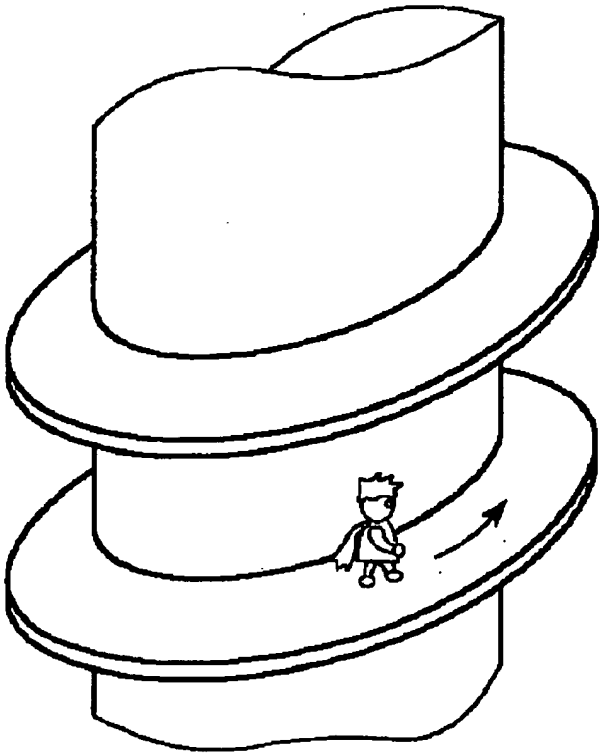




[Drawing 15]



[Drawing 17]



[Translation done.]